

BTDT #10

Good evening, and welcome to another edition of BTDT. A slimmer one this time, perhaps, but nevertheless we shall strive to meet your exacting standards of gaming and general all-around zine-like enjoyment.

Why a slimmer issue. Ah, glad you asked. If you recall, as last we met and partook in the good fellowship of zine-ness, I mentioned I was working on the new issue of the venerable Zine Register, recently liberated by me from Ken Peel. At that time I mentioned sick kids, a vacation, lots of out-of-town teaching, general bad jujube type stuff at work, a wife going back to work after maternity leave, and other assorted excuses as impediments to my "blowing" Peel "out of the water," (his words) and putting out my first issue on time. And yet, in my cockiness and enthusiasm I predicted an on time ZR despite it all!

Hah! I won't bore you with the details. Suffice it to say that the ZR takes a HELL of a lot more work to finish up than I imagined, and my life has gotten nuttier than I anticipated. And so... still no ZR. And a BTDT deadline arrived. So I had three choices: 1) keep plugging at ZR and let BTDT be quite late; 2) do a full, bloated BTDT like the last few and let ZR be REALLY late; or 3) drop ZR briefly, do a thinner BTDT, and then get back to ZR shooting for Dec 1 in the mail, and a big, fat, juicy BTDT over New Year's.

After consulting with my WordPerfect/LaserJet guru and co-publisher of sorts, Ken Hill, I've opted for number 3.

And yet this won't be all that thin. Only by the ridiculously inflated standards set by the last two bloated beyond control BTDTs. Remember, this all started as a 4 page subzine. And even my first solo issue, not that many months ago, was only 12 pages. By the time I get done with the games, the Houserules for all the games which I need to run this time, a few letters (anything that was sent electronically so I can quickly and easily cut 'n paste it into the file), and an announcement of this year's Rusty Bolts Awards (pre-typed), this will no longer be objectively slim.

November 1989

And yet a lot of good material is held over until next time: Steve Courtemanches article on the development of Eurorails, Garrett Schenck and Allan Calhamer with yet more on the Fugs, an article rejected by Politesse giving the feminist perspective on the Rolling Stones concert in D.C. (wasn't it nice of Wrobel that even though he rejected it for his nasty, brutish, 1830-only zeen, he copied it entirely over in his own handwriting), my scathing analysis of WARTHOG's rampant sexism, David Orne's obscure music trivia quiz, two perspectives on perhaps the most historic day in Dipdom since Boardman thought "gee, I wonder if anyone'd want to play this by mail," - the meeting of Jimmy Williams and Mickey Preston, Mickey's "Diary of a Stab," Francois Cuerrier on, well, the importance of being Francois, Vince Lutterbie foaming at the mouth trying to be a modern day bad boy, and, hopefully, the great George Mann - David Orne debate which will be featured in BTDT - does pro wrestling have ANY social function whatsoever? Plus lots of letters.

So sit back, relax, meditate on the concept that by the time you see the next BTDT I shall have left my job to enjoy "semi-retirement" in my mid-30s, and eat your hearts out!

Been There, Done That is a somewhat relaxed schedule, every five week postal gaming zine mostly devoted to the play of Diplomacy, its variants, and Railway Rivals. Diplomacy was invented by Allan Calhamer and is distributed by Avalon-Hill, and Railway Rivals was invented by David Watts, and was, until very recently, distributed in the US by Games Workshop.

BT,DT is available from the editor/publisher, Tom Nash, who resides at 5512 Pilgrim Road, Baltimore MD, 21214. (301) 254-2836 (don't call between 9 and 10 PM, it's my daughter's bedtime!). CIS PPN - 74676,3310. The cost is .75/issue, or \$6/10 issues, for the incredible savings of \$1.50 if you sub for 10 issues! All players and current standbys will continue to get the zine free, for now. Letters and articles will earn sub credit at the rate of .75/page. So play and/or write, and you get the damn thing free! Trades are actively solicited, but I am probably already trading with you for the Zine Register. Hey, that's cool, send me two copies of your zine in return for ZR and BTDT so I have more for those bungry novices who request the North American Zine Bank sample!

Formatting assistance, laser printing, and general all-around spiritual guidance provided by Ken Hill, publisher of The Armchair Diplomat, to which BTDT is still, and shall remain, a subzine.

Game Openings: Regular Diplomacy. In anticipation of Choo Choo Coleman ending soon, now taking applications for the next game. Game fee - \$5. Signed up: Kakritz. Six needed.
That's all!

Welcome this issue to: John Kakritz, Neill Goltz, Randy Davis, Steve Sulzby, Michael Lowrey, and David Hambley.

1989 North American Rusty Bolts Awards

That's right folks, it's that time of year again! Time for the only North American Dip Poll where vote buying, graft, and fraud, are not only acceptable, but eagerly encouraged. Simon Billeness, still smarting over David Harrington's inability to import the Labor Party to U.S. politics, decided as an alternative to import Britain's #1 crooked poll of the foibles of the PBM Dip hobby to our shores, and ran last year's North American Rusty Bolts in his zine Excitement City Unlimited. Since that time, Simon has burned out of the hobby, leaving oh, such a void where the Bolts had been. As part of my master plan to be the American Doug Acheson, and totally and completely take over the hobby by mid-1990, I have applied to Simon, and after undergoing the same sort of rigorous background search into my character, personality, belief system, etc., that I had to endure to receive custodianship of Zine Register from Peel ("You want it? When? It's yours. Sure you don't want it earlier? Who are you again? Can you spell that?"), I am now the official North American Rusty Bolts Custodian.

Therefore I formally announce the 1989 North American Rusty Bolts nomination period is commencing! I am taking nominations in the following categories:

- 1) The "Let's put Tri and Ven right next to each other, I mean what harm could that do to those countries" It Seemed Like a Good Idea at the Time Award. I myself nominate Larry Peery's DipCon scoring system used in San Diego this year.
- 2) The Blunt Instruments Memorial Award, for most eagerly anticipated or wished for fold of the year.
- 3) The Patience of Job Award for the year's most unreasonably delayed zine. I nominate Fiat Bellum, Dark Mirror, Perelandra, The Scribblerist, and Praxis.

4) The Fred Davis-Bruce Geryk Memorial Hobby Odd Couple Award, for the most bizarre hobby collaboration. One must include both Hopcroft-Wilson, and Hopcroft-Carrier here. At this rate, I'll have to name the award after Mike next year.

5) The MNC Dead Horse Memorial Award for most overdone and boring topic of hobby correspondence. My nominations: MNCs, the Runestone Poll, Canadian nationalism and separate BNs, and "those PBEMers don't give us any respect" by the PBEMers.

6) The William Whyte Award for most unique and truly distinctive hobby personality. I nominate Jimmy Williams.

7) The "Well, hey, I'm a hey, well, English major, with hey, well, a Bachelor's Degree in hey, English, well, hey" Don Williams Memorial Award for butchering the English language.

8) The GunBoat Award for stupidest hobby craze.

9) The Running Down to a Fold Award for most depressing hobby concept.

10) The Mark Walsh Memorial Cannon Fodder Award for most totally incompetent play of PBM/PBEM Dip. (named for a PBEM player who is legend among that community for the exquisiteness of his bad play).

11) The Flame Out of the Year Award. Nominations must include Mark Lilleleht, Audrey Jaxon, Michael Hopcroft. Who else? Billeness?

12) Who, Him Again? Award, for letter writer you are most tired of and bored with. My nominations are Marc Hanna and Mark Nelson.

Please send all nominations for these, and any other categories worthy (or not!) of being included in this august (or November for that matter) poll by the date of the next BTDT deadline, Dec. 29, 1989, to me. The final nominations will be listed at that time. I will limit it to 5 nominees per category (unless bribed otherwise), and will therefore list nominees who receive a higher number of nominations over those who receive a lower number. The rules for the actual voting will be simple: everyone gets one vote per category. You can give it all to one nominee, or split it up fractionally any way you want. Bribery and vote buying are perfectly

acceptable. All I need is confirmation from the vote seller that you have indeed sold the right of your vote to the buyer, and the buyer's vote. Is this clear? If so, I better rewrite it so as to confuse you all terribly....

ZINE NEWS:

Formal fold announcements include Praxis, finally and cleanly, and, surprisingly, High Inertia, the popular subzine to Rebel. It appears that Michael Hopcroft has folded NUTMGS, not so cleanly however. No formal word has ever come to the players or subbers. Michael has basically dropped out of sight since his role in the KGO Zine Directory escapade of this summer. For awhile he stayed involved in games, though the zine was MIA, but recently he's NMRed all over. Vince L., may be time to step in. And speaking of folds, Mark Lilleleht, the man I made my reputation bashing, is now 3 months late with his "final blow-out" issue of The Scribblerist. Some guys NEVER learn! I guess Mark's roving subzine which was to be the successor to TS will never see the light of day either. Tim Moore's latest word to me is that although he is going ahead with his Moire as a separate zine from it's former parent and missing for well over 4 months Dark Mirror, it is his belief that Audi Jaxon will be putting out DM regularly again. The DM games which Tim carried briefly in his new zine, causing, apparently, friction between the two, will run, much to Paul Milewski's consternation, in both zines for one issue, then be transferred back to DM for good; unless of course the same problem resurfaces in the future.... Michael Lowrey is taking over as editor/ publisher of Carolina Command and Commentary, effective immediately. This is in preparation for David Hood's eventual taking on Larry Peery's role at Diplomacy World. David will continue to GM the games he is running in CCC, but Michael will assume the rest of the burden right away. As for the switch at DW, I've heard different dates for when that will happen. My purely subjective impression is that David would like it to happen sooner than later, while Larry's preference is to wait until after DipCon in June. Still no word on when an issue of the KGO Zine Directory, of the Brad Wilson "official Sacks" variety may come out. Brad's zine, Vertigo, has re-appeared after a summer lay-off of considerable length, with two quick issues, the latter of which was the biggest ever. As usual, Brad comes out a fussin' and a feudin' with a blast at Peery and the DipCon site selection process. Again as usual, tucked away amid the fighting words are some serious and well-considered ideas on improving the process. Chris Carrier has stated he is unsure of the future of his version of KGO ZD. Ironically, despite the past blasts at Carrier in Vertigo, and the polar positions they have taken on the KGO ZD affair, Carrier and Wilson appear almost as buddies in the Vertigo lettercol, united as it were in their antipathy for Peery. Ken Hill,

editor/pubber of the oldest zine of the PBEM hobby, The Armchair Diplomat, has launched a new electronic zine, Electric Trains. It features PBEM railroad games on weekly deadlines. Tom Swider is GMing a game of 1830, I am running a Railway Rivals game, and Dick Martin is on tap to run the next 1830 game. Don Del Grande has switched the name of his long running zine Life of Monty, to A Sharp Mind and a Straight Knife (honest!). He states he was planning to do it anyway, possibly in a couple of months when he reaches issue #100, but the recent death of founding Monty Python member Graham Chapman, gave him the reason to go ahead and do it now. Cathy Ozog continues to use her soon to be folded Cathy's Ramblings as a forum for some self-flagellation of the most disgusting variety. Cathy, we all know you are the height of unhipness already. The repetitious mea culpas are not a pretty sight however. Stop rubbing your own face in it already, OK? I'm opening up a treatment center for the terminally unhip, and you can come be the first patient. I love a challenge! Jason Bergmann is offering free copies of Entropy to anyone who writes me a post card or letter saying: "Nash, you Turkey, vote for the E/F/A draw in Formalhaut." Don't ask. Jason, so far only person's done it. Now, if you offering free issues of BTDT...

A BRIEF LETTER COLUMN:

Jim Shapiro (Milwaukee): "I have had the pleasure of reading 2 issues of BTDT and find that as a first venture into PBM gaming I have no real idea as to how it stacks up against others of the same genre. I have been playing PBEM Diplomacy on a number of different systems (local and national) for under a year and it took the likes of you and Blau and Leamons, and others to take a look at the NO E (PBM) version.

"While much of the zine makes a great deal of sense (hey, I'm 40 not senile), I would venture to say that much of the insiders' humor must be lost on me. So that novices to the zine as well as the genre aren't lost, may I make a suggestion that there be a glossary added to be used as a point of reference for such times as when a name or appellation (eg Great K-Mart Satan) appears.

"I am not looking to an inclusion of the entire process as to how nicknames are gained, but rather some reference as to who they are pointing to. I began playing Dip back in the mid 60's as a regularly scheduled Sunday morning adventure during my high school days and then picked up again in the past few years. With the rest of the world moving toward D&D and other variations on the theme, it's nice to be back with "real people" and concrete playing pieces <g>. None the less, I would

appreciate if the next issue (or whenever possible) of BTDT include some editorial commentary as to who the heck these people are and why they think I should believe them when they tell me that they will not move into the Channel <g>."

((Jim, you think BTDT is bad, take a look at Kathy's Kornor sometime. You don't need a glossary, you need a English-KK dictionary! Seriously though, all you really need to remember is: Steve Smith = embodiment of all that evil; Jeff McKee = embodiment of all that is silly, trivial; Cathy Ozog = embodiment of all that is unhip; Ed Wrobel = embodiment of all that is geeky games addict (I mean the guy takes notes during Civilization so he can write articles about it!); Tim Moore = embodiment of all that worships me and seeks to emulate me in every way (has supplanted McKee in average number of mentions of my name per issue); Ken Peel = embodiment of all that has, frankly, outlasted its usefulness; Don Williams = embodiment of all that is power hungry and mad with desire to impose his pathetic will upon the hobby; Jimmy Williams = embodiment of... uh, well... hummmmm.... something or other; and Steve Smith = embodiment of malicious evil (that's the most important one to remember!). You should never believe him when he tells you he isn't moving to the channel.))

Ken Peel (Silver Spring): "Wow! Number Nine (number nine, number nine, number nine...) was spifferrino! Looked good, Hell, WAS good, even though it only mentioned my name three or four times... Now, if only that McKee guy would wake up and realize that you are leaving him totally behind in the dirt. One detraction, though. Tell Hill to deep six that fixed-spacing font you used. Proportional spacing or die, I always say!

"So, you are depending on Cathy Ozog getting you her submissions on time for the international zine section? Yeah, Biggle's (by the way, that's Simon Billenness' British nickname) predecessor tried that, and it wasn't a raving success. She never claimed to be anything but a chip off the old Toadfather's block in the school of casual dipping.

"I agree with your view on the often negative impact on novices of S&T articles, such as those in MOD, Super, and the GG. There are so few absolutes, that those articles can serve a novice negatively by convincing them that there are certain things they shouldn't even consider doing. In MOD, I think the play-of-the-game country articles are mostly a waste of space, with the exception of Stafford's article on France and Mill's article on Austria -- the former because it is an article that speaks of possibilities rather than limitations, and the latter because it is simply the funniest article in the whole publication.

"You call ME a Milquetoast (first coined by Olsen, I'm afraid). Yeah, I guess feud wimp too, but at least I occasionally actually have opinions. You really ducked and swayed in response to Ed "Mr. Ed" "Fast Eddie" "First Citizen" "Egg Man" Wrobel.

What I want to know is why your "Nash Rants" response to McKee Raves #2 got printed before #2 itself? It's about as easy to figure out as reading a BBS thread in reverse.

"So what I want to know is why Hood -- a dedicated Macophile and ever-so-serious dipster -- has not bothered to test the waters of PBEM, which from everything I can tell, is a medium distinctly superior to regular PBM, both for its speed and for its high level of diplomatic content. I mean, players actually negotiate with each other at a serious and rapid pace! Shhhhhh... maybe he'll hear us if we talk to loud, and attempt to spread the gospel of supply side gaming to yet another forum! Lxnay, okay?

* P.S. Get a center stapler, if you are going to stick with digest!

"Yeah, the ZR is a lot of clerical work. Once I finished it, though, I always wondered *exactly* what took all the blood, sweat and tears, as I'm a lightening fast typist. In retrospect, I think it was a simple matter of logistics. There are so many papers to organize, shuffle around, zines to double check, etc. The way I would organize the effort is to stack all the zine info sheets in alphabetical order, then pile all the zines in "A", "B", "C", etc. stacks. I would grab the next info sheet, double check the zines to be sure there isn't a zine in an earlier alphabetical order that I didn't have a sheet for, collect the zines that match the sheet, check the latest issue to see what games are open (I usually took the sheet's word for it on games running, as that was a lot less important), check the frequency of publication to keep the pubber honest, and flip through a few of the zines to see if I could get some last minute inspiration for some pithy comment. Oh yeah, I also checked the zines as they came in for any zine reviews written by other pubbers that I could lift, and would store those separately from the other zines.

"Yeah, yeah, now that I think of it, a *Hell* of a lot of logistical bother. The actual writing was the fun part, and I had a real feeling of accomplishment once the thing finally got duplicated and mailed."

((Yeah, the organization part is what's got me. When I get a night free to work on it, I find myself spending 45 minutes looking for that copy of The Prince

or something that just came in a couple of days ago so I can update the "issue number." Before I know it, I've spent a couple of hours on the project, and have next to nothing typed.

Well, McKee Raves was written a day or two before Nash Rants. But due to me sending BTDT through electronic mail to Ken Hill for him to print, then sending me back the masters for me to xerox and mail, the lag time got McKee's zine in the mail before mine. BTW - Ken's got the font fixed. Should look nice as you reading this.

Pete Sullivan sent me a bunch of up-to-date reviews of British zines, so they're the ones, besides my own, that I'll be using.

Who me? Duck 'n sway? Whatever do you mean?))

Tom Swider (Collingswood): "Just got BTDT #9 in the mail -- looks good except the fonts get a little crazy to read in your letter column. Are you changing between a proportional and non-proportional font? I KNOW my eyes are due for a checkup but I thought I'd let you know how I felt anyway. Consider Sue to be the inspiration of my comments <grin>.

"I think Jeff McKee is really a pseudonym for Bob Olsen.

"Personally, I think having a RR map of Iowa is REALLY scraping the bottom of the barrel. As for the rest of the states, I think the same can be said. Regional approaches seem more interesting. What's next? RR maps on the CITY level????? If so, I'll start working on the Endwell and Collingswood maps next...

"FYI: Ed's allusion is to none other than Bruce Linsey. I'm not old, I'm not burnt out, and I don't fart! <grin> "Steely Dan gets 5 stars -- as does Jimmy Buffet. Sounds like your job is a real cake walk <grin>. The only t-group exercise I've participated in was something called PROCESS -- and it was talking and sharing experiences, not mountaineering. Imagine some Diplomacy people doing the Team Beam (Martin/Welter, Nash/McKee, Wrobel/Davis, Caruso/Hood). Imagine ALL THE CASUALTIES!"

((Heehee. I love it. Apparently David Watts has another game called "Bus Boss" which I've never seen but which I imagine to be like RR on a city map, as I believe it involves building bus routes on a street map of a city. I could be wrong however....Jimmy Buffet, BARF! If McKee is Bob Olsen that kind of makes me Don Williams... and that idea scares me so much I think I'll drop it fast!))

THE GAMES:

Stand by List: John Crosby, George Mann, Ron Cameron, Mickey Preston, Robert Greier, Tim Moore, Vince Lutterbie, Jimmy Williams, Doug Brown, Russ Blau (Colonia), Jack McHugh, Jason Bergmann (Dip & Colonia), George Rifle, Mike Morris, Steve Heinowski, Paul Milewski, Stephan Dorneman, David Hambley (Colonia), and Stan Johnson.

Choo Choo Coleman

1988HE

Spring 1909

GERMAN ONSLAUGHT SLOWED. NOT MUCH FORWARD MOVEMENT. TURKEY CONSOLIDATES POSITION. ITALY SAYS "BETTER TO DIE ON YOUR FEET.." OR SOMETHING TO THAT EFFECT, AND SO WAR CONTINUES.

France (Morris): F MID-Spa(sc); F POR S F Mid-Spa(sc).

Germany (Smith): A Stp-MOS; A WAR S A Stp-Mos;

A UKR S A Gal-Rum; A GAL-Rum; A BUD S A Tri-Tri;

A VIE S A Tri-Tri; A TRI-Tri; A MUN-Tri; A GAS-Spa;

A MAR S A Gas-Spa; A BUR-Gas; F ENG-Mid; F Den-NTH;

A SIL-Gal; A Ber-KIE; A TUS H [u].

Italy (Welter): F ADR S F Tri; F TRI S A Ven; A VEN S F Tri;

A ROM S A Ven; F ION-Tun.

Russia (McKee): F Tun-TYN; F NAF-Tun.

Turkey (Tabor): F BLA S Rum; A SEV S Rum; A RUM H; A Bul-SER;

A Smy-ARM; F WES S F Ion-Tyr(NSO); F AEG-Ion.

Spring 1909, Units By Owner:

France : F Mid F Por

Germany: A Mos A War A Ukr A Gal A Bud A Vie A Tri A Mun A Gas

A Mar A Bur F Eng F Nth A Sil A Kie A Tus

Italy : F Adr F Tri A Ven A Rom F Ion

Russia : F Tyn F NAF

Turkey : A Rum F Bla A Sev A Ser A Arm F Wes F Aeg

The vote on the concession to Germany failed by a vote of 4-1. It has been repropoused. Please vote on it with Fall orders.

<Rome to The Free World> C'mon, ye still non-thralldom heads-o'state -- don't give in to the anti-" " yet. He's within a lily-petals width of winning this game outright and let's make hi work for it. I mean, he has McKee sitting back and chuckling to himself for the last several years already. Do you think Smith has gained all that he has already on his lonesome? (No offense Steve, but we all do know how well Jeff plays.) make Steve WORK for that last 18th center.

<Rome-Berlin> Yup, I'm the no vote. And you had to have your puppet get a center from me to help you. I'm going to go down fighting.

Deadline for Fall/Winter 1909 is December 7 at midnight.

Elio Chacon

1989J

Fall 1904

A KINDER, GENTLER EUROPE? ONLY CLASHES ARE IN THE NORTHWEST, MOSTLY AMONG THE MINOR POWERS. ITALY, TURKEY DO POLITE DANCE AROUND EACH OTHER. ANYONE EVER SEE SO MANY SUPPORT AND HOLDS BEFORE THE STALEMATE LINES WERE SET? IS THIS ALL A PRELUDE TO LUTTERBIE PROPOSING A 6 WAY DRAW AND WRITING POLITE END-GAME STATEMENTS ABOUT HOW NICE EVERYONE ELSE IS? OR IS IT A LULL BEFORE THE 1905 OFFENSIVES? STAY TUNED AND FIND OUT!

Autumn 1904:

Italy retreats A Ser-ALB, and A Tri-VEN.

Fall 1904:

Austria (Nickel?): NMR! A TRI H.

England (Dorneman): F Nth-NWY; F NWG S F Nth-Nwy,
F BRE S (F) A Gas (NSO).

France (Moore): A GAS-Bre; A Bur-PIC.

Germany (Rifle): F Ska-NTH; F HEL S F Ska-Nth; A DEN H;

A HOL-Ruh; A MUN-Ruh; A MAR H; A SPA S A Mar.

Italy (Lutterbie): F POR H; F Lyo-WES; A ALB S F Gre; A VEN-Tri;

A Tyo-BOH; F GRE S F Ion; F ION S F Gre; F TYN S F Ion;

A BEL H.

Russia (Williams): A WAR H; A STP H;

F Nwy S (G) F Ska-Nth (ret-Bar, Ska, Swe, OTB).

Turkey (Hoffman): F AEG H; F EAS S F Aeg; F Con-BUL(sc);
A SER S F Con-Bul(sc); A Rum-GAL; A Bud-VIE; A UKR S A Mos;
A MOS S A Ukr.

Centers By Owner:

Austria: Gains Tri, loses Vie. 1 (even)
England: Gains Nwy. Has Lon, Edi, Bre. 4 (+1)
France : Loses Por. Has Par, Lvp. 2 (even, was 1 short)
Germany: Gains Mun. Has Mar, Hol, Ber, Den, Kie, Swe, Spa. 8 (+1)
Italy : Gains Por. Loses Tri, Mun, Ser. Has Rom, Nap, Ven, Bel, Gre,
and Tun. 7 (-2)
Russia : Loses Nwy. Has War and StP. 2 (-1)
Turkey : Gains Ser, Vie. Has Ank, Con, Smy, Sev, Rum, Bul, Bud, and
Mos. 10 (+2)

Will Stan Johnson please submit a stand by order for Austria?

Bill Hunter has NMRed out as the Englis player. Steve Dorneman takes
over the position. And serves him right for screwing up his orders as my
ally in Fiat Bellum and costing me a center!

Press:

<Berlin-Europe> Are we still playing this game? Just curious. Oh, I
get it. It's a new variant that starts out like regular dip and changes to
gunboat after 1903.

I-T: You've wounded me - but hardly mortally.

I-A: TOADY - don't blame ya though.

I-Paris: Blood on my hands? Tp quote Shakespeare - "OUT DAMNED
SPOT."

Eng-GM: Gee, when you said this position was "on the ropes," I thought
I was going to get to try the Tension Traverse, not Diplomacy!

GM-Eng: Best joke, or pun in the zine, Steve, and nobody'll see it buried
here in this press. Too bad. After your BLUNDER in Juvntus which cost
me a center, which I could hardly afford, would you trust me to belay you
down from the tension traverse?

Deadline for Winter 1904/Spring 1905 is December 29. It will take 4
requests to seperate seasons.

Austria (Hoffman): F TRI H; A Rum-SER; A VIE S F Tri.
England (Williams): N NTH C A Yor-Bel; A Yor-BEL; F Nwg-NWY.
France (Preston): A Mar-SPA; F Mid-POR; A PAR-Bur.
Germany (Brandon): A MUN-Bur; F HOL-Nth; A Kie-DEN.
Italy (Heintzman): A Tyo-BOH; A Ven-TYO; F Ion-TUN.
Russia (Norman): F Bot-SWE; A War-GAL; A Ukr-RUM;
F SEV S A Ukr-Rum.
Turkey (Carlberg): A Bul-GRE; A Con-BUL; F Ank-BLA.

Centers By Owner, Winter 1901:

Austria: Home, SER. 4, builds 1.
England: Home, NWY, BEL. 5, builds 2.
France : Home, SPA, POR. 5, builds 2.
Germany: Home, HOL, DEN. 5, builds 2.
Italy : Home, TUN. 4, builds 1.
Russia : Home, SWE, RUM. 6, builds 2.
Turkey : Home, BUL, GRE. 5, builds 2.

Press:

Fra-Ger: Germany, repent thy actions or or ye shall discover the wrath of the Church of " ". Oh! Tremble at the thought!

GM-Fra: Look, Popester, just because I know what you're talking about, and YOU know what you're talking about, don't think for a second any other sane thinking player in this game has the slightest idea what it is you are rambling on about. Verily you are the Pope of my Church, but among the heathen, that and .75 will buy you a cup of coffee.

Fra-Ita: I will be there ASAP to aid you in your noble fight vs. the Ottomans and Hapsburgs.

GM-Fra: Right. That's like: Fox to Chicken Coop - I will be there soon to aid you in your fight vs. the Farmer.

Fra-Eng: Please leave all thoughts of divine retribution to the Prince of The New Church of " ", moi. I have been duly annointed and and carry out the reigns and responsibility of powere with " "'s guidance.

GM " " - My Pope: Yes, but, you're 3 months behind on your payments for the guidance lessons.

Deadline for Winter 1901 adjustments, and Spring 1902 moves, is December 29. It will take 4 requests to separate seasons. I think I'd send both just in case, but hey, that's me.

Frank Thomas Gunboat 1989IKrb32 or 1989AAra Fall 1901

F RUM SINGS "THE BELEAGURED GARRISON BLUES," BUT WHEN THE DUST CLEARS, WHY THERE HE STILL BE! ITALY FINESSES AUSTRIA, SURRENDERS VEN IN EXCHANGE FOR TRI. ENGLND TRIES THE OL' MISDIRECTION, FRANCE BITES, AND ENGLISH FLEETS TAKE THE MID-ATLANTIC. BELGIUM JOINS THE REICH. AUSTRIAN COMMAND RE-ESTABLISHED.

AUSTRIA: A GAL-Rum; A SER S A Gal-Rum; F VEN H.

ENGLAND: F NTH C A Yor-Nwy; A Yor-NWY; F Eng-MID.

FRANCE : A BUR-Bel; A Mar-SPA; F Mid-BRE.

GERMANY: A Kie-DEN; A Ruh-BEL; F HOL S A Ruh-Bel.

ITALY : A Tyo-TRI; A APU-Ven; F Ion-TUN.

RUSSIA : F Bot-SWE; A UKR S A Sev; A SEV S F Rum;

F RUM S A Sev.

TURKEY : A ARM-Sev; F BLA-Rum; A BUL S F Bla-Rum.

The original Austrian player rejoins the fold. Thanks to the un-named standby for supplying "neutral" orders last season.

Centers by Owner, Winter 1901:

Austria: Vie, Bud, VEN, SER, loses Tri. 4, builds 1.

England: Home, NWY. 4, builds 1.

France : Home, SPA. 4, builds 1.

Germany: Home, HOL, BEL, DEN. 6, builds 3.

Italy : Rom, Nap, TRI, TUN. Loses Ven. 4, builds 1.

Russia : Home, SWE, RUM. 6, builds 2.

Turkey : Home, BUL. 4, builds 1.

Neutral: Por, Gre.

PRESS:

Lon-Par: You probably don't think of me as "Churchillian" do you? I didn't want to start smoking anyway.

Lon-StP: Hey, get off my back! I hadn't even done anything and already you threaten me. OK, so I've taken Nwy. You wanted me to pass it up? Still, it doesn't mean the army will advance. I think I may have enough trouble without taking the fight to the east.

Lon-Ber: Belgium is yours, if you want it. I could have kept you out, but chose not to. Hopefully, you won't accept France's invitation.

Lon-Rom: Thanks for keeping out of the Channel.

Lon-Vie: Looks like some fun times are afoot in central Europe. Good luck!

Lon-Con: Thanks to your efforts, my army in Norway should sleep easier. Thanks!

Italy-Austria: Hey, hey, hey! Have you been reading the collected works of C. von Metzke? C'mon. I'm ITALY!

Ita-Ger: Had ya scared there for a second, huh?

Ita-Eng: I lied. I am moving into the Channel.

Ita-Fra: Help! Help! Help!

Deadline for Winter 1901 adjustments and Spring 1902 moves is Friday December 29. It will take 4 requests to separate seasons. Better send in both to be safe.

Casey Stengel

Gunboat

Spring 1901

AND THEY'RE OFF! GAL, TYO, AND BLA HOT SPOTS AS FIRST CONFLICTS ARE ALREADY APPARENT. GERMANY SURPRISES ITALIAN MOUNTAIN RANGERS. AUSTRIANS STAND BY AND WATCH STAND OFF IN THEIR TERRITORY. TURKO/RUSSIAN WAR LOOMS.

AUSTRIA: F Tri-ALB; A Bud-SER; A VIE-Gal.

ENGLAND: F Edi-NWG; F Lon-NTH; A Lvp-YOR.

ITALY: A VEN-Tyo; A Rom-APU; F Nap-ION.

GERMANY: A Ber-KIE; F Kie-DEN; A MUN-Tyo.

FRANCE: A MAR S A Par-Bur; A Par-BUR; F Bre-MID.

RUSSIA: F StP(sc)-BOT; A WAR-Gal; A Mos-UKR; F SEV-Bla.

TURKEY: A Con-BUL; F ANK-Bla; A Smy-ARM.

The "vote" on how to handle NMRs was underwhelming. I am assuming executive privilege and determining this'll be an All Units Hold kind of game.

Press:

<Paris-London> Bon jour, Mr. Prime Minister. We certainly hope that all is well with our fine friend and trading partner. We are looking for the chance to send a delegation to the most friendly capital of our long lived ally for the purpose of keeping the channel clear of any vessels that would hinder our trading pact. When might we be able to set up such a meeting?

<Paris-Berlin> Herr Kaiser: You are hereby put on notice that the territory holding our grand cru vineyards are not to be trifled with! We can understand your jealousy over the high quality of our burgundies and white Moeselles, but you will have to put up with your poor imitations until such time as you would like to open proper negotiations on the exchange of trade delegations.

<Trieste-Venice> Don't go and get any funny ideas concerning the movement of units. Sooner or later its gonna come back and nail your butt.

<St. Petersburg-London> Yo, Englishers! If you know what's good for you, stay out of Scandinavia. Nothing else, just stay out!

<Rome-Vienna> We heard that you ordered a couple of pizzas for delivery and we're just calling to confirm your order.

<Vienna-Berlin> What say the two of us go out on the town? I hear that there is a new bar opening at a seaboard town on the Adriatic, specializes in chianti and ravioli.

Germany-Board: The Kaiser has dispatched a corp of Germanies finest Alpine troops to claim this value lebensraum for future German colonization, of course we hope that this doesn't ruin are fine relations with our Italian or Austrian neighbors. Also help it will clear up our sinus, though. (Sorry, it is the best I could do.)

Germany-GM: Is this game pure PBEM's or are any of the awful PBM types playing. Their hobby is terrible I don't know why you even associate with them.

Deadline for Fall 1901 is December 29.



TENNESSEE RAILS

Please make yourself at home. You are reading the third issue of the only subzine ever devoted to the play of the Tennessee variant map of David Watts' Railway Rivals. We now have five games — so, so more openings should be expected until TR transforms itself into Texas Rails for the Texas variant map now being developed.

Game 1 (sow 728TN — thanks, Conrad)

- Red Go-Go Goins Rails (Go-Go) Merk Goins
 2a: (L10)-Paris. 2b: (Paris)-H10-Milan-Humboldt-Jackson.
 2c: (Jackson)-Bolivar-B7-C7.
- Greene Tennessee Ernie Chrysler-Plymouth (Ernie) John Galt
 2a: (L10)-Paris. 2b: (Paris)-J9-Milan-Humboldt-Jackson.
 2c: (Jackson)-Bolivar; (E10)-Covingtons.
- Blue Trivial Entertainments Never Nibble (TENN) Paul Gardner
 2a: (D1B)-B18-B16. 2b: (B16)-A16-A14.
 2c: (A14)-A12-C10-Bolivar; (C10)-C9.
- Yellow Bolivar, Union City & Gallatin Lines (BUG) Conrad von Metzke
 2a: (C20)-B20-B17. 2b: (B17)-B16-A16-A15. 2c: (A15)-A12-B11-B9.
 pays 25 for parallel build B18-B11
 Of the 25, 15 is received by TENN and 10 just kind-of disappears.
- Black Graveyard Train (Greys) Scott Cameron
 2a: (Tullahoma)-D23; (Columbis)-F17.
 2b: (D23)-C24; (Tullahoma)-D22-Fayettevills.
 2c: (C24)-B25-B26-Chattanooga-C27.

GALT to ALL: Joins with me and let's do lots of joist runs!

GM to CAMERON: What's wrong? Don't you know which way is West?

Go-Go 19 + 15 - 0 + 0 = 34.

Ernie 23 + 21 - 0 + 0 = 44.

TENN 32 + 0 - 0 + 15 = 47.

BUG 32 + 0 - 25 + 0 = 7.

Turn 3 dis rolls: 6-3-4

GOODE to GARDNER: Look what you did! Conrad was nice enough to give us official game numbers, and you decide to follow in front of him.

House Rules must now be addressed. So far, I've said "I'll use Conrad's" or "I'll use Tom's." But, with problems like that above, this time is here to actually have an official set for TR. So, players should expect to receive a set soon.

Who are the players?

Doug Brown, 3385 Maricopa Ct., Camerou Park, CA 95682

Scott Cameros, 4 Meadow Lane, Hicksville, NY 11801

John David Galt, 701 Welch Road #1119, Pals Alts, CA 94304

Paul Gardner, 20 Spruce Street, Brattleboro, VT 05301

Mark Goins, Rt. 2 Box 176, Waverly, TN 37185

Thomas E. Nash, 5512 Pilgrim Road, Baltimore, MD 21214

Conrad von Metzke, 4374 Donald Avenue, San Diego, CA 92117

and GM: James K. Goode, 211 Meplemere, Clarksville, TN 37040

Tennessee Raile, page 2

Game 2 (now 729TN — thanks, Conred)

Jade Pulaski Track Layers' Club (PTL Club) Scott Camerone

2a: (Nashville)-Gallatin. 2b: (Pulaski)-018-B18-B16.

2c: (G19)-Murfreesboro; (Fayetteville)-C22*; (Gallatin)-L16; (B16)-B15.

pay 1 to green

Green John Galt Line (JGL) John Galt

2a: (Tullahoma)-023; (022)-C22. 2b: (023)-C24; (C22)-B22-B21.

2c: (C24)-B25-B26-Chattanooga-C27.

Blue Delaware and North Dakota Extra Routings (DANDER) Conrad von Metzke

2a: (Nashville)-Gallatin. 2b: (L10)-K10; (Nashville)-I18*-H19*.

2c: (K10)-Paris-H10-Jackson-E10.

*pay red 3**pay green 1*

Red Engineers Successfully Sensing Environmental Effects (ESSEE) Paul Gardeer

2a: (J23)-K23; (J23)-J24. 2b: (J24)-J25. 2c: (J25)-Coal Creek-J27.

PTL Club 34 + 3 - 1 + 0 = 36.

JGL 40 + 6 - 0 + 2 = 44.

DANDER 26 + 15 - 4 + 0 = 37.

ESSEE 22 + 6 - 0 + 3 = 31.

Turn 3 die rolle: 6-3-4

GOOOE to ALL: Maybe I should start putting headiege on these reports.

For this one, "I'll take the high road, (Rsd & Jede)

and you take the low road." (Greee & Blue)

Game 3 (Let'e try it with just 3 players.)

Cerulean Big Train from Memphis (Big) Scott Camerone

1a: (Nashville)-J16-J15. 1b: (J15)-Clarksville-M12-M10; (J16)-J17.

1c: (M10)-L10.

Brown Tennessee Network Trolley (TNT) Doug Brown

1e: (Nashville)-Lebanon-I20; (Nashville)-I16. 1b: (I20)-K20.

1c: (K20)-K21-J22-J23.

Red Volunteer Vagabond Vehicles (V.V.V.) Tom Nash

1e: (Nashville)-F20; (G19)-Murfreesboro. 1b: (F20)-E21-Tullahoma.

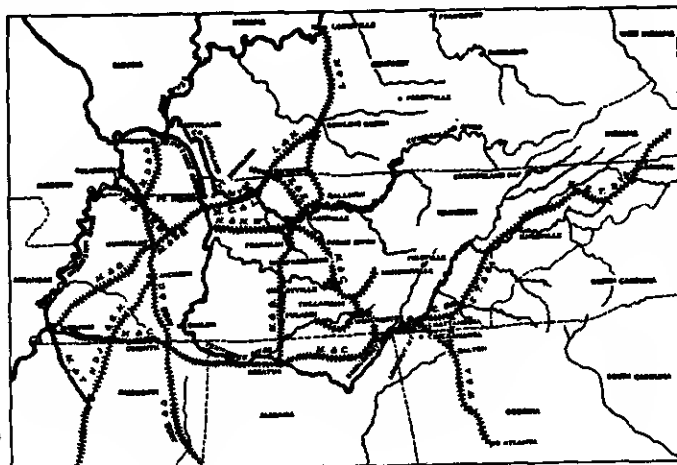
1c: (Tullahoma)-E23.

V.V.V. 20 + 12 = 32.

Big 20 + 6 = 26.

TNT 20 + 6 = 26.

Turn 2 die rolls: 6-4-6



Tennessee
Railroads
in 1860

Tennessee Rail, page 3

Game 4 (back to 4 players)

Purple Georgia, Arkansas, Missouri Engineers (G.A.M.E.) Peul Gardner
1e: (Nashville)-J16-J15. 1b: (J15)-Clarksville-M12-M10; (Nashville)-H18*,
1c: (M10)-L10. *pay brown 1 and whiskey 2*

1a: (Nashville)-Lebanon; (I18)-H19; (Nashville)-I16.
1b: (I18)-Columbia; (I16)-I15. 1c: (I15)-W15.

Whiskey A Fifth of Jack Daniels (Jack) Mark Goins
1e: (Nashville)-F20; (Nashville)-I18*pay 2 to brown*.
1b: (F20)-E21; (F20)-Murfreesboro-W19*pay 1 to brown*-Lebanon.
1c: (F20)-Columbie: (Lebanon)-I18.

GOODE to GOINS: Is whiskey a color?
Greeo Voluntaer Vegabond Vehicles (V³) Tom Nash
1a: (Nashville)-Gallatin. 1b: (Gallatin)-K19; (Nashville)-Lebanon*.
1c: (K19)-K20. *pay brown 3 eed whiskey 2*

GAME 20 + 6 - 3 + 0 = 23.

TEN $20 + 12 - 0 + 7 = 39.$

Jack $20 + 6 - 3 + 3 = 26.$

$$v^3 \quad 20 + 6 - 5 + 0 = 21.$$

Turn 2 dia rolle: 6-4-6

Game 5 (one more than I'd planned)

Chartreuse Chattanooga Choo-Choo (3C) Scott Cameron
 1a: (Nashville)-Lebanon; (Nashville)-I16; (Lebanon)-I20. 1b: (I16)-H16-H15.
 1c: (H15)-H14.

Blue Volunteer Vagabond Vehiclee (3V) Tom Nash
1a: (Nashville)-Lebanon; (Nashville)-I16; (Lebanon)-N20. 1b: (I16)-I15-J14.
1c: (J14)-K13-K12; (H20)-Murfreesboro.

Red Red Raile (Red) Mark Goins
1a: (Nashville)-G19-Murfreesboro; (Nashville)-I18*pay 2 each to blue & char*
1b: (Murfreesboro)-Tullahoma.

1c: (Tullahoma)-D22-Fayetteville; (I18)-Lebanoo*pay 1 each to blue & chartr*
Brown Costalota Rails (Costalota) Doug Brown
1e: (Nashville)-H18-Columbie; (Nashvilla)-I18*pay 2 each to blue & chartrus*
1b: (Columbia)-E19-Pulaski. 1c: (Pulaski)-C20-C21-Fayetteville.

3C $20 + 3 - 0 + 5 = 28.$

$$3V \quad 20 + 3 - 0 + 5 = 28.$$

Costs. $20 + 12 - 4 + 0 = 28$.

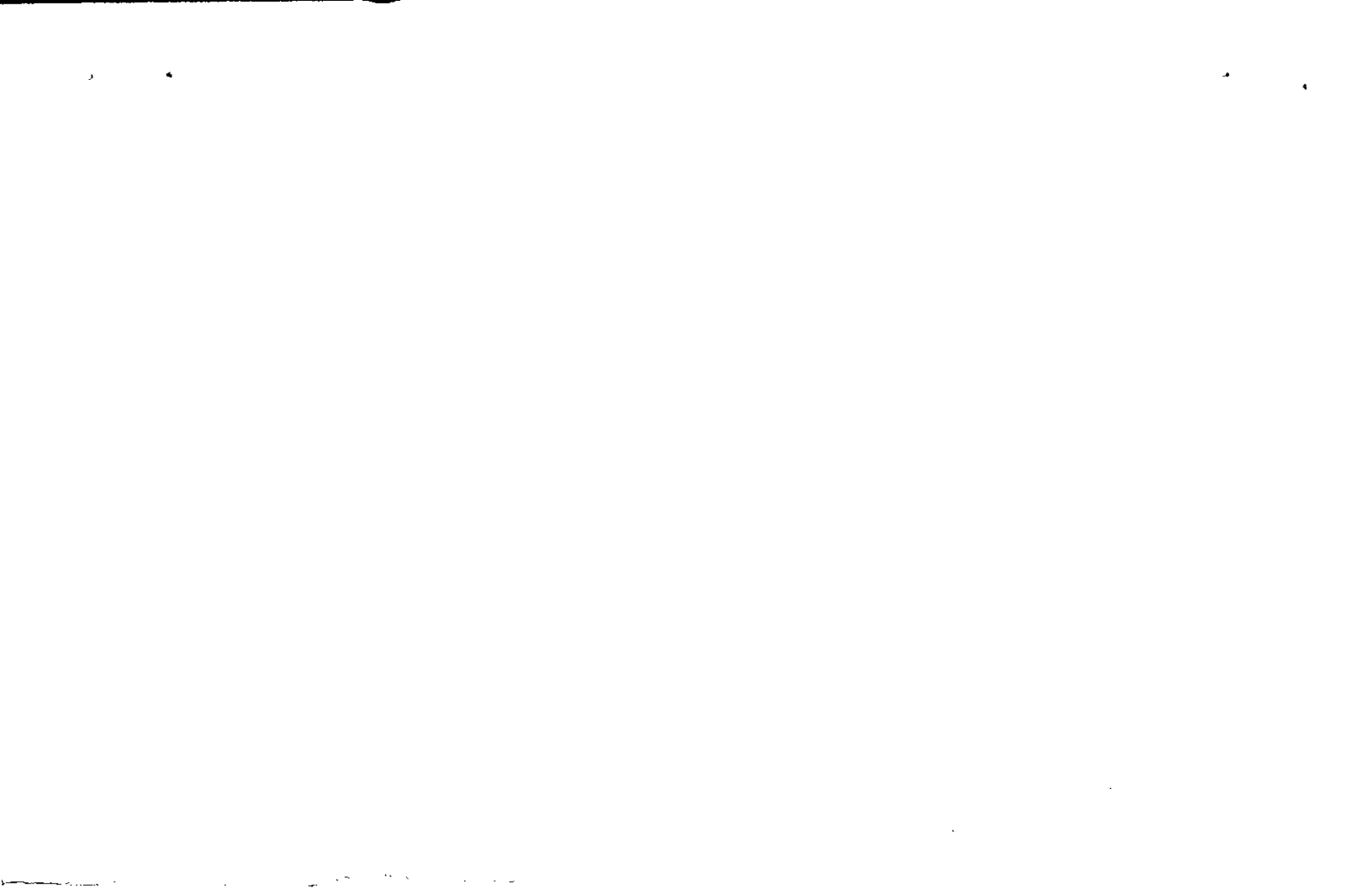
Red $20 + 18 - 6 + 0 = 32.$

Turn 2 die rolla: 6-4-6

Lebanon has proven so popular in these games that it will herewith be hoored with an excerpt from Tennessee: A Guide to the State published in 1939 as a project of the Works Projects Administration of the U.S. government. Taken from pages 446-7:

LEBANON, (512 altitude, 4,658 populatioo), seat of Wilsoe County, was named for the Biblical Lebanon, ooted for its tall cedare. Local red cedar provides materiel for e pencil mill, e elat mill, and severel log yards. A woolen mill, produciog large quantitiee of blanketa, e epike and handle factory, and e flour mill also provide employment.

Sam Houston began his law practice here in 1818. In 1842, Cumberland University was founded under supervision of the Cumberland Presbytery. A graduate of Cumberland, Cordell Hull, was Secretary of State under Franklin D. Roosevelt. Robert Looney Caruthers, an important public servant from Lebanon, was elected Governor of Tennessee in 1862. But since the entire State was in the possession of contending armies and Andrew Johnson had been appointed Military Governor, he did not take the oath or exercise the duties of the office.



Kremlin**Richie Ashburn****Start Up Info****Player Name:****Faction Name:****Color:**

Jeff McKee

Fuzzy Wuzzy Teddy Bears (FWTB)

Black

Ken Hill

Committee of Messy, Meaty, Inebriated
Eels (COMMIE)

Red

Doug Winship

The Cosmo-Anarchists (TCAs)

Brown

Ed Wrobel

Multiparticipational

Generative Gmesters (MGG)

Yellow

Melodie Lutterbie

Chompalot Candidacy (CC)

Blue

Jason Bergmann

Ricochet's Reformers (RR)

Purple

Obviously we got two new players in on time. Jason's address is: P.O. Box 23780, Atlanta GA, 30322. Melodie's is: 1021 Stonehaven, Marshall, MO, 65340.

Conflicts over color preferences were settled by the flip of a coin.

Declared IP:

FWTBs declare 4 on Palavrian (controls); FWTBs declare 2 on Bungaloff. COMMIE declares 3 on Palavrian, 1 on Eatstumuch (controls), and 3 on Bungaloff (controls).

House rules are printed in the HRs section after the games. We had two more players sign on board, and the game is now closed. By the next deadline, submit orders for turn 1A... Make these as complex and conditional as YOU wish. Include orders for Cure, Purge, Investigation, and Health Phases.

Positions:

Party: Aparatschik;

KGB: Palavrian (FWTB - 4*, COMMIE - 3);

Foreign: Bungaloff (COMMIE - 3*, FWTB - 2);

Defense: Eatstumuch (COMMIE - 1);

Ideology: Talks alot; Industry: Badenuff; Economy: Zenjarplan;

Sport: Nikotin;

Candidates: Schrutoff, Goferbrok, Mlschif, Strychnin, and Protzky.

Deadline for turn 1A is Friday, December 29.

MDL GRABS TOWNS, HEADS WEST, AND SPEEDS INTO THE LEAD. BX CAPTURES THE NORTH; L&LC AND TOM NASH CONTINUE HUGGING SAME ROUTES, BUILDING TO SAME CITIES. CORE GETS A TOWN, FINALLY!

MDL (Hill, red): 3a: (I20)-Roanoke-G19-G17. 3b: (G17)-F16-F14-E14-Pulaski; (F14)-G14. 3c: (G14)-I13-I11.

L&LC (Preston, black): 3a: (B25)-B21. 3b: (B21)-Martinsville-B16
3c: (B23)-Danville; C35-D35-E36-F36-G37-Petersburg.

CORE (Brown, brown): 3a: (M33)-Fredricksburg. 3b: (J25)-Lynchburg;
(M28)-M26. 3c: (M26)-Q24.

BX (Goode, Burgundy): 3a: (Culpepper)-S33; (Washington)-Z39; (E76)-
E75. 3b: (E75)-D74-D73-C73. 3c: (C73)-C70-B69.

TOM NASH (von Metzke, Orange): 1a: (A25)-Danville-B22-B21.
1b: (B21)-Martinsville; (B22)-C22; (D38)-F37.
1c: (F37)-Petersburg-J35.

OHIO (Gardner, blue): 1a: (L15)-L14; (P26)-Q26. 1b: (L14)-L13;
(Q26)-Harrisonburg. 1c: (L13)-L12-L11.

Revenue:	Old	Towns	Payments	New
MDL	33	12		45
BX	38			38
OHIO	32	6		38
TOM NASH	23	9		32
CORE	16	6		24
L&LC	20	3		23

Rolls for round 4 are 3-6-4. Deadline for BTDT is, of course, December 29. But if I get all order by December December 10, I'll do round 4 then, and round 5 at the formal deadline. Let's keep the pace going!

RAILROAD COMPANIES START TO LAY TRACK! TT ESCHEWS TOWNS IN RACE FOR TOLEDO, BUT NIGHT WILL BEAT HIM ANYWAY. CDS, PUTA CONVERGE IN BURGOS SIMULTANEOUSLY! HILLS SLOW THEM AND L&LC.

CDS (Hill, Red): 1a: (Bilboa)-B72-B71. 1b: (B71)-B70

1c: (B70)-C70-Burgos-C66.

Toro Train (Brown, brown): 1a: (Malaga)-F45-F49.

1b: (F49)-D50-D51. 1c: (D51)-D52-C53-C56.

PUTA (von Metzke, Orange): 1a: (Santander)-D71; (Santander)-E73.

1b: (D71)-C71. 1c: (C71)-Burgos-E68.

NIGHT (Goode, Black): 1a: (Valencia)-Q16-U18.

1b: (U18)-Cuenca-K19. 1c: (X19)-C57.

MR (Gardner, yellow): 1a: (LaCorruna)-R71-R69.

1b: (R69)-P68; (R69)-Orense. 1c: (P68)-O68; (Orense)-U68.

VIC (Cain, Green): 1a: (Cartagena)-R9-Murcia-U11-U12.

1b: (U12)-U14-V14. 1c: (V14)-A57.

BoS (Zetzer, blue): 1a: (Castellán)-N19-N22-O23. 1b: (O23)-R24.

1c: (R24)-Zarragosa; (R24)-S24-T24-V23.

L&LC (Preston, purple): 1a: (Barc)-H25-I26-J25. 2b: (Barc)-F29-E26-E27.

1c: (E27)-Gerona; (J25)-K26-L26.

Revenue:	Old	Towns	Payments	New
NIGHT	20	6		26
MR	20	6		26
VIC	20	6		26
BoS	20	6		26
L&LC	20	6		26
CDS	20	3		23
PUTA	20	3		23
TT	20			20

Ruling on Portugal from two sources is that you cannot build through Portugal. Only one hex into it, and Special runs are ONLY to/from the hexes marked with a dot.

Rolls for round 2 are: 5-4-6. Deadline for round 2 builds is December 29.

Press:

MR-GM: The map says "4-7 players." It's going to take a mighty big shoehorn to fit 8 lines on it! Should be fun trying though!

GM-MR: Ah well, details, details. I think the map will handle it. We'll see though!

Paul-Tom: I'm finding that one eight person game takes more time to run than 2 four person games. Let me know what you find.

Cain to All: A brief introduction; I am 23 years old, I live in a suburb of Melbourne (Australia's second largest city - pop. 3 million) and work in the University of Melbourne Library. I an internationally oriented zine, Victoriana, which just happens to have an opening for an international game of Rialway Rivals. Anyone intersted?

GM to Cain et al: Ghood, I hope so. I've been on the waiting list for ever so long for that game. Now John's threatening to close it if there are no more takers soon. I know Ken H. is planning to sign up. One more of you guys and we can force his hand, and make him run the damned game! Besides which, Victoriana is really worth the time. If you sub to one Aussie zine, it should probably be this one (though Andrew England might take exception to that).

NIGHT - GM: Thanks for the notice of Tom Swider's RR opening. However, please check something. If he's only going through the deck once, does that prevent the game results from being accepted as ratable? I'm concerned it might.

GM-NIGHT: Who knows? I can't really say it matters much to me. I didn't even know anyone rated RR results. Does anyone? To be frank, I find myself caring not a whit. I have, in the past, cared about my Dip rating. But RR? Not me. Does anyone else out there know the answer for Jim?

Not all players have sent in opening moves, so we have a layover until the deadline for Spring 1751. I am aware that Stan has requested a new map, and some of the other players had problems with at least one of the map portions being poorly reproduced. I held off on getting those out, since I heard a rumor that Vince Leamons was going to sit down at the drafting table and do a "new, improved," more readable version of the map. Or con his graphic artist friend into doing same. However, I haven't seen that yet, so I will try to xerox copies of the old map soon. Anyone else who needs a new map, or section, let me know ASAP.

I have orders on file for you _____. I don't have orders on file _____.

The Players:

Netherlands: Vince Leamons (paid) 426 Ellwood Beach #10 Goleta, CA 93117

Portugal: Mike Morris (paid) 607 Del Valle Cir, El Sobrante, Ca 94803

Spain: Stan Johnson 10 Pine Street, Edison NJ, 08817

Ottoman: Bill Hunter 125 Gypsy Place, Fort McMurray Alberta, T9J 1K8, CANADA

China: Tom Heffner 13 West 82nd Street, 2B New York, NY 10024

Austria: Fred Hyatt 60 Grandview Place, Montclair NJ 07043

Russia: Jim Shapiro (paid) 1546 North Marshall, Milwaukee, WI 53202

France: Doug Winship (paid) 5990 Stuart Lane Worthington, OH 43085

England: Bob Aube RR2, Box 770, Sawyer Road, Greene, Me. 04236

Note COA for Bob Aube.

Deadline for opening Spring 1751 moves is December 29.

Austria: Phil Reynolds 2896 Oak St., Sarasota, FL 34237

England: Karl Hoffman - 1070 Cold Stream Circle, Emmaus, PA 18049

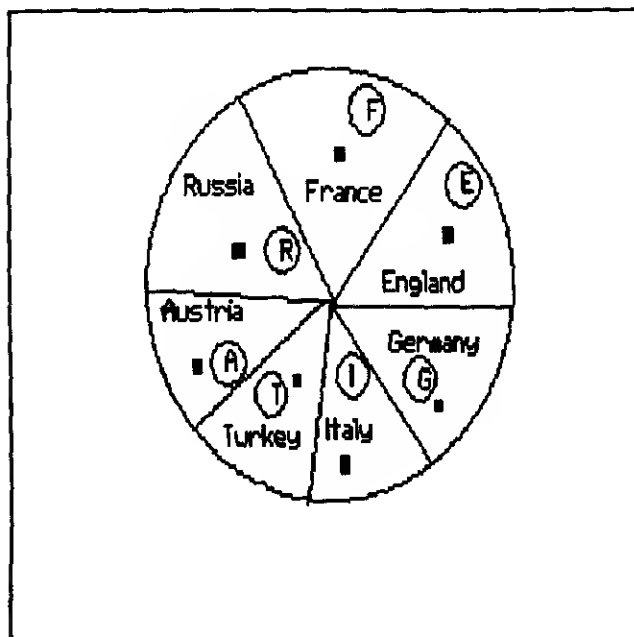
France : David Hambley - 155 E. Minnesota Ave, #L2, Turlock, CA 95380

Germany: Flap Jack McHugh - 280 Sanford Road, Upper Darby, PA 19082

Italy : George Mann - 1701 NW 81 Way, Plantation, FL 33322

Russia : Dan Hodel - 114 N. Orchard St., Madison Wi. 53715

Turkey : Jim Shapiro - 1546 North Marshall, Milwaukee, WI 53202



Winter 1900:

Austria has A Aus.

England has A Eng.

France has A Fra.

Germany has A Ger.

Italy has A Ita.

Russia has A Rus.

Turkey has A Tur.

Deadline for Spring 1901 is December 29. If any player wishes extra negotiating time, I will grant you until the following BTDT deadline (sometime in early Feb.) if I get a single request or am missing a set of orders.

Remember, the rules are simple. The rule book applies except when otherwise stated below. Each player starts with an army in their single province. An army (there are no fleets nor sea spaces in the game) in any province can move to or support to any other province on the board. A dislodged army must disband; there are no retreats. You may build in any available SC you control during a Winter season. Voted draws need not include all survivors. Victory criterion is control of 4 centers during a Winter season. NMRs will be handled by all units holding.

Regular Diplomacy Gamestart Duke Snider Winter 1900

Austria: Jonas Johnson - N.A.U. Box 20784, Flagstaff, AZ 86011

England: Harold Zarr, Jr. - 215 Glen Drive, Iowa Falls, IA 50126-1957

France : Ken Hill - 6199 Rockland, Dublin, OH 43017

Germany: Dan Hodel - 114 N. Orchard St., Madison Wi. 53715

Italy : Michael Lowrey - 1131-205 Parkridge Lane, Raleigh, NC 27605

Russia : Tim Moore - 405 Fair Drive, #101, Costa Mesa, CA 92626-6125

Turkey : Steven Sulzby - 19210-2 Lahey St., Northridge, CA, 91326-1681

Please submit a vote for whether to handle post-1901 NMRs via All Units Hold, or Way By Automatic Pilot (last set of orders submitted re-tried, Winter not included) with your Spring 1901 orders. Deadline for Spring 1901 is December 29. Deadline will be extended to next BTDT deadline, in early Feb. if a single player requests it or does not submit orders.

BEEN THERE, DONE THAT DIPLOMACY HOUSE RULES

1. The 1982 edition of the Diplomacy rulebook will be used. Situations not clearly covered in the rulebook will be decided by the GM, who will use common sense and hobby tradition in making the ruling.
2. If a disagreement cannot be resolved it will be submitted to an agreed upon ombudsman for final, binding arbitration. Players are encouraged to remember that this is a game!
3. Deception of the GM is about the only thing not allowed, and the attempt, if detected, will result in expulsion from the game.
4. All shades of press are allowed and encouraged, though the GM reserves the right to edit for length and content.
5. Separation of seasons will follow American (Winter/Spring) tradition, although British style games will be offered from time to time. This will be spelled out as waiting lists open. In either case, seasons will be separated only if requested by a clear majority (50% + 1; i.e. 4 of 6) of the remaining players in the game. There will be no automatic 1901 separation of seasons. It is the GM's intent to move the game along at a decent clip.
6. Orders may be made conditional on anything resulting from the previous season, but not from anything occurring in the current season. Therefore, no orders may be conditional on whether another player NMRs for that season. The one exception is that players MAY submit orders conditional on whether the original player who NMRed the prior season, or the standby called, becomes the player of record. In the case of situations where several sets of conditional orders are submitted, but none match the current situation exactly, the one labeled "otherwise..." will be used. If there is no set so marked, only those units with orders common to each set will be ordered, and units with conflicting orders will attempt to hold.
7. Players will be asked to vote at the beginning of each game whether to play with "All Units Hold," or "War By Automatic Pilot" rules for NMRs. Majority vote will determine this. The default is All Units Hold.
8. Country selection will always be done by random draw, as per the rulebook.
9. Orders may be changed any number of times. The last-dated set of orders arriving before deadline will be used. If one or more sets are

undated, the last dated set will be used. If no sets are dated, the GM will attempt to read postmarks and use the set with the latest legible postmark.

10. If a player NMRs, a standby will be called. If the original player fails to submit moves for a second consecutive season, the standby will take over the position. If neither submits moves the second season, the position will lapse into CD. In this situation only, the original player will be able to resume the CD position at any time. The standby's name shall be mud! Standbys will be called regardless of the NMRed country's size.

11. Orders will be due on the deadline announced in the prior issue of BTDT, or a game flier, at midnight EST. Orders will be accepted by letter, postcard, electronic mail on CompuServe Information Network's Easyplex, or telephone. The deadline is the same for all of these media. No calls between 8:30 - 9:30 PM, EST. Players who wish to be called collect on the day of deadline if no orders have been received, should inform the GM and provide an evening phone number. The GM will make one attempt to call collect the evening of the deadline, if time permits! This should not be taken as a guarantee.

12. NMRs in 1901, due to their devastating effect on the game, will be handled differently. A single NMR in Spring '01 will result in the use of neutral orders provided by an uninvolved third party called on by the GM. More than one Spring 1901 NMR will result in a one month postponement and the calling of standbys. Fall and Winter 1901 NMRs will be handled by the submission of neutral orders by a third party called on by the GM who will have access to the prior season's moves. Starting in Spring 1902, NMRs will be handled by the WAP or all units hold procedure voted on by players.

13. Any player can submit any game ending proposal at any time. Draws need not include all survivors, although DIAS games may be offered from time to time and clearly labeled as such when the waiting list opens. Both the party submitting proposals, and actual votes, will be kept secret. Only vote totals will be reported. To pass, proposals must be accepted by ALL players still remaining in the game, who submit orders for that season (standbys submitting first set of orders not included, whether they become the player of record or not). In other words, NVR = NO, hut NMR = YES. If more than one proposal is passed in the same season, the one with the larger number of players shall count. If more than one passes with the same number of players included, all the draw shall be between all players included in both proposals. Remember, draws voted before 1905 may result in rulings of irregularity by the BNC.

14. Units in retreat with no retreat provided by the player in question will be disbanded.

15. When removals are due, and none are submitted, the CD removal rules will be used.

16. The GM requires no special set of abbreviations, and will accept anything the intent of which is clear and unambiguous. I call it Mid and you call it Mao, I call it Eng, and you call it Cha; Mid, Mao, Eng, Cha, let's call the... uh, where was I? Right. I have no desire to make the game more restrictive than the rulebook, and will follow the rulebook's clear statement that badly written orders **MUST** be accepted IF they allow of only one meaning. Therefore, though I **HATE** the use of Nor and strongly recommend against it, A Nor-Swe, with army in Nwy, will be accepted (even if you wanted to misorder!) with a probable scolding note accompanying it, unless there is a valid convoy route for your army in Naf to Swe **at** the same time. However, F Ska-Nor will be both rejected and ridiculed. For the record, I use Nwy, Nth, Nrg, NAt, NAf, Mid, Eng, Wes, Eas, Tys, Tyo, Lyo, Bot, Lvp, and Lvn.

17. Houserules may be amended due to unforeseen circumstances. Players in games currently in question will have the right to vote (majority rules, GM will cast tie-breaker) on whether to adopt the changes for their game, or continue playing under prior houserules.

Amended: 11/21/89

18. Gunboat Press Addendum: Unless otherwise stated, gunboat press can not only be white, grey, or black, but is "open press," and will only be edited at the GM's discretion for taste or length (and don't expect much editing for either!)

Postal Kremlin House rules:

Blatantly stolen from Don Del Grande:

(Kremlin is published by the Avalon Hill Game Company - I feel so much better getting that off my chest)

1. The basic rules as supplied in the game will be used except as modified in these rules.
2. The first set of orders mailed in by each player will be distribution of 55 allocated IP. None may be declared on Nestor Aparatschik. These IPs need not be declared yet, merely allocated.
3. Each turn is divided into 2 mailings (i.e. for each turn in the game, the player sends in two sets of orders). The first mailing of a turn consists of the Cure, Purge, Investigation, and Health phases. The second mailing consists of the Replacement, Rehabilitation, and Parade phases.
4. The following events occur in the first mailing:

CURE - Each player may move any Politburo members he controls into/out of the Sanitorium.

PURGE - The player controlling the KGB, Ideology, Party, and Industry chiefs may write purge attempt orders. Only one of these characters will actually have the chance to attempt a purge; however, since the others do not know who will be active at this time, all of these characters should have Purge Phase orders just in case.

INVESTIGATION - The players controlling the Defense, Foreign, KGB, Party, and Industry chiefs may attempt to conduct a trial and/or condemn a Candidate to Siberia. In addition ALL Politburo members must order Guilty or Innocent votes for each other member of the Politburo in case a member is brought to trial. If a Politburo member is put on trial, any other Politburo member not casting a vote for/against the one on trial is considered to have cast a guilty vote.

HEALTH - The GM makes the health roll for all members.

5. The following events occur in the second mailing:

FUNERAL - If the Party Chief post is vacant, each of the other Politburo members do the following:

a) Nominate an eligible (see Rules) Politburo member to become Party Chief.

b) Vote yes/no on each Politburo member in case he is nominated to become Party Chief (if no vote is ordered for/against certain nominee, the vote is considered to be "yes").

c) List the Politburo members, other than himself and the member listed in a), in order of preference, to become Party Chief (regardless of their eligibility for step a); this list is used in case a second nominee is needed)

REPLACEMENT - The Party Chief (or, if the post is vacant at the start of the mailing, all Politburo members (in case that member becomes Party Chief)) shifts Politburo members within the same level. The KGB, Foreign, and Defense Chiefs (actually, any characters that can be in those positions after any Progress BY Age takes place) order promotions from Candidates to Second Level and People to Candidates. The Ideology, Industry, and Economy, and Sports Chiefs order promotions from People to Candidates.

REHABILITATION - Each Politburo member may return any character in Siberia.

PARADE - Whoever is Party Chief at the time waves in the parade - if healthy enough - the GM makes the necessary die roll. Any character who is 96 retires.

6. Assigned IPs can declared at any point in the turn and can be conditional on any events that occur prior to the declaration of the IPs in the same mailing. If, at any time, two or more players have the same number of declared IP on a character, the GM decides who has control based on when the IP were declared. If the deadlock continues, the GM will flip a coin. Orders such as "declare as many IP on Badenuff to control him in the Purge Phase will be followed if possible. Any order ambiguities will be handled by the GM as consistently as possible.

7. If a player does not send in orders for the first mailing in a turn:

- a) Any of his controlled characters in the Sanitarium remain there, and none outside may enter;**
- b) His character "decline to purge" during the Purge Phase;**
- c) His characters decline to conduct trials/condemnations and neither add nor remove investigations, and all votes in trials (except for a character against himself) are Guilty.**

If a player does not send in orders for a second mailing:

- a) If he must make nominations, the oldest eligible characters are nominated;**
- b) All votes are "yes;"**
- c) No shifts/promotions are made in the Replacement Phase (except for Progression by Age);**
- d) No characters are returned from Siberia.**

and finally....

Railway Rivals Houserules:

1. A game will consist of 12 rounds, 6 building, and 6 racing.
2. Poorly written or illegible moves will be used, with the GM interpreting to the best of his ability.
3. In the case of an NMR during the building phase, the GM or designee will build track following the apparent logic and plan of the prior builds. No appeals will be entertained on the nature of the builds. If an NMR occurs during a race round, no races will be entered except those which involve using no track and making no payments to other players.
4. If a player NMRs two consecutive turns they will be dropped. In this case, or the case of a player resigning, a replacement will be sought. If none is found, the player's track will remain the map, and is able to be used by other players in the race round for half the normal cost (rounded up). Payments for intersecting or parallel builds to a defunct position will still be charged to the building player, but not collected by the defunct player.
5. Each building round consists of three segments, evidenced by three die rolls, i.e. 6-4-4. Builds must match these numbers in sequence, e.g. you may not build 7-3-4 to arrive at the same place. This will matter when crossing hills, rivers and forests. Standard notation divides each build round into three segments labeled "a," "b," and "c." **UNDER THESE HOUSERULES, BUILDS FOR EACH DIE ROLL SEGMENT WITHIN A ROUND MAY BE CONDITIONAL UPON WHAT HAPPENS IN THE PREVIOUS DIE ROLL SEGMENT.**
6. All builds are simultaneous for each round. Payments for parallel builds within the same round are reduced to 1 per half hex instead of 2. If a player's builds in one round produce a payment of over 15 points to a single rival, the rival only receives 15 of the total amount, however the full cost is deducted from the building player.
7. In the event of any ties, racing or building into a town, the revenue will be split among the tying players.
8. Normal build notation is as follows: start point in brackets, then listing of each hex a turn is made (NOT all intervening hexes), and all towns passed through are also noted (by name, NOT hex number!).

9. Each town "key number," whether an actual number or playing card, will come up twice, once in rounds 7-9, and again in 10-12. The actual number of races offered each round will depend on the total number of "key numbers" on the map. On a 36 number map, for instance, each round will have 6 races offered, with each player able to enter 4.

10. When a player wishes to rent another player's track for races, the hexes rented and the payments to rivals should be noted. In using their own track, players need only specify the basic route. In cases where a race is to be run entirely on their own track, and no route given, the GM will run it by the shortest route possible.

11. Joint runs and exchanges of running powers are acceptable if both players refer to it on their orders. Race entries may be conditional on acceptance of joint runs/XRPs by rivals, i.e. "enter #11 as a joint run with "Nash's New Caboose" if he agrees. Otherwise, don't enter it at all."

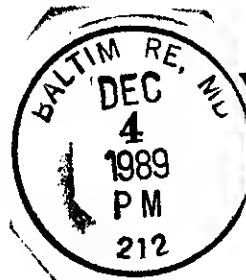
12. Races drawing no entrants will be re-offered once. If they still have no takers, they will be dropped.

13. Races will be resolved by the GM using an average die (2-3-3-4-4-5).

14. The GM will allow a specified number of hexes of track to be built, regardless of cost, at the end of the racing rounds.

15. Players MAY go into debt, with a 20% interest charged per turn that they remain in debt.

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Why Not?
